

# Introduction to GraphQL

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  - ▶ Multiple requests to fetch object graphs
- ▶ Multiple views of the same REST endpoint
  - ▶ Compact vs full views
- ▶ API evolution via versioned endpoints
- ▶ Weakly-typed endpoints

## REST issues

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- ▶ Over-fetching superfluous data
- ▶ Multiple requests to materialize resource graphs
  - ▶ Client is responsible for orchestrating data fetching
- ▶ Payloads tend to grow over time, resulting in over-fetching
- ▶ Code duplication when supporting multiple versions

# GraphQL Principles

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- ▶ Product-centric data requirements
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- ▶ Application-layer protocol
- ▶ Strongly-typed
- ▶ Introspective

# Declarative Data Fetching

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- ▶ Avoid aggregating data manually



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- ▶ Query language to satisfy data requirements for the client
- ▶ Client defines what will be included in the query response, not the server
- ▶ Data requirements are specified as a hierarchy of fields
- ▶ Avoid calling multiple endpoints
- ▶ Avoid aggregating data manually
- ▶ Avoid over-fetching and under-fetching data

# Developer Experience

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  - ▶ a self describing API which can be introspected by tooling
  - ▶ query and mutation input validation
  - ▶ query facilities that aggregate data on the server-side

# Performance Improvements

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  - ▶ reducing the number of requests for a data graph
  - ▶ aggregating the data graph on the server-side
  - ▶ only sending the data fields requested

# Schema Definition Language (SDL)

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- ▶ Type language: Schema Definition Language (SDL)

## User-defined Scalars

```
scalar uuid
```

```
scalar timestamp
```

```
scalar secureUrl
```

# Enumerations

```
enum ConflictAction {  
    ignore  
    update  
}
```

# Object Types and Fields

```
type Actor {  
  id: uuid!  
  firstName: String!  
  lastName: String!  
}
```

## User-defined Object Type Field

```
type ActorAggregateFields {  
  count(columns: [ActorSelectColumn!],  
    distinct: Boolean): Int  
  max: ActorMaxFields  
  min: ActorMinFields  
}
```

## Lists and Non-null

```
type ActorsAggregate {  
    aggregate: ActorAggregateFields  
    nodes: [Actor!]!  
}
```



# Interfaces

```
interface Person {  
    id: ID!  
    firstName: String!  
    lastName: String!  
}
```

```
type DraftProspect implements Person {  
    id: ID!  
    firstName: String!  
    lastName: String!  
    position: FootballPosition!  
}
```

# Union

```
union SearchResult = Human | Droid | Starship
```

# Input Types

```
input ReviewInput {  
  stars: Int!  
  commentary: String  
}
```

# GraphQL Queries

- ▶ Queries retrieve data

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- ▶ Queries retrieve data
- ▶ Query structure mimics data structure in response

## Query type

```
type Query {  
  hero(episode: Episode): Character  
  droid(id: ID!): Droid  
}
```

## Query example

```
query {  
  hero {  
    name  
  }  
  droid(id: "2000") {  
    name  
  }  
}
```

# GraphQL Mutations

- ▶ Mutations create, update, or remove data



# GraphQL Mutations

- ▶ Mutations create, update, or remove data
- ▶ Typically use input types for specifying a grouping of fields

## Mutation type

```
type Mutation {  
  addBook(title: String, author: String): Book  
  removeBook(id: ID!): Boolean  
}
```

# GraphQL Subscriptions

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- ▶ Server-sent events
- ▶ Asynchronous
- ▶ Communication through WebSockets
- ▶ Server-side implementation dependent on platform

## Subscription type

```
type Subscription {  
  commentAdded(input: CommentAddedSubscribeInput!): Comment  
}
```

## Subscription type

```
subscription CommentAddedSubscription(  
  $input: CommentAddedSubscribeInput!  
) {  
  commentAddedSubscribe(input: $input) {  
    comment {  
      id  
      commentText  
      commenter {id, firstName, lastName}  
    }  
  }  
}
```



## Schema declaration

```
schema {  
  query: Query  
  mutation: Mutation  
  subscription: Subscription  
}
```

## Literature Cited

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